SSUE No 5
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THE OFFICIAL NEWSLETTER OF THE AUCKLAND VZ-200 USERS GROUP

Introduction

Well according to Dick Smith Electronics, the famous disk drives for theeVZ200 should be available in four weeks time. Maurice Bryham of DSE also informs me that their warehouse presently has high stocks of new software and 64K RAM packs will shortly be available.

Below is a copy of a letter from DSE regarding the broadcasting of VZ200 programmes over the radio...

Dear Computer User

Every Tuesday night between 7.30pm - 7.45pm on ZB community stations (on the Tonight Show) and 2ZM and 3ZM, is the Dick Smith Electronics Computer Club. (1ZM is the only exception which broadcasts the show on Monday night at 7.30pm, with Telesoftware broadcasts at 3.00am Tuesday morning).

Each week computer news, developments, product releases and user hints will be discussed. Listeners are most welcome to send in questions about computers and ideas for future programme topics.

The "Programme of the Week" Telesoftware braodcasts are on Wednesday mornings at 3.00am. This computer programme can be recorded on a standard radio cassette and later "loaded" into the appropriate computer. We suggest you use a timer to switch on your radio cassette at the appropriate time. (A suitable timer is available from Dick Smith Electronics for $29.95).

The "Programme of the Week" will be selected from entries from computer club listeners. The prize for the winner of "Programme of the Week" is $100.00 and the best "Programme of the Week" from the whole year will win a $2,000.00 cash prize and $3,000.00 worth of equipment.

If I can be of any further assistance, please do not hesitate to contact me.

Yours faithfully
DICK SMITH ELECTRONICS PTY LIMITED

Maurice Bryham
COMPUTER PRODUCTS MANAGER

That's it from me this month, and remember to send in any programs that you have written since our stocks are once again running low.

Julian Bish

Program Of The Month!

***COMPUTORBET*, written by Marc Atkinson, is a program designed to help in finding the best bet in a horse race. You are first asked to enter in data for the horses. The computer will then analyse your information and tell you what it thinks the best three bets would be. Although it is not guaranteed to pick the winner every time, it will certainly narrow down the feild.**

```
5 CLS
10 DIMH$(30):DIMW(30):DIMB(30):DIMT(30):DIMSC(30)
15 DIMP1(30):DIMP2(30):DIMP3(30):DIMP4(30):DIMP5(30)
16 DIMPL(30):DIMPT(30)
20 FORX=1TOH:SC(X)=1000:NEXT
100 PRINTTAB(8)"[illegible]":PRINTTAB(6)"****************"
101 PRINT:PRINT"THIS PROGRAM WILL GIVE PICKS ON"
102 PRINT"ANY GIVEN RACE. ENTER DATA AS "
103 PRINT"INSTRUCTED. THE COMPUTOR WILL "
104 PRINT"GIVE YOU ITS TOP 3 PICKS . "
105 PRINT:PRINT"-----------------------------------"
107 PRINT
110 INPUT"[illegible]";TN$
112 PRINT
115 INPUT"[illegible]";RN
116 PRINT:INPUT"[illegible]";H
118 PRINT:PRINT"[illegible]" :PRINT
119 PRINTTAB(8)"[illegible]":PRINTTAB(8)"[illegible]"
120 PRINTTAB(8)"[illegible]"
121 INPUT"            ";TC
125 GOSUB8000
500 CLS:PRINTTAB(2)TN$;TAB(16)"RACE ";RN
501 PRINT"-----------------------------------"
502 PRINT:PRINT"FIELD ENTRY"
510 FORX=1TOH:PRINT
515 PRINT"HORSE NO ";X;:INPUT"  ";H$(X)
520 NEXT
530 GOSUB8000
1000 CLS:PRINTTN$;TAB(14)"RACE ";RN
1005 PRINT"-----------------------------------"
1010 FORX=1TOH
1020 PRINTX;" ";H$(X):PRINT
1030 INPUT"ENTER WEIGHT IN KG";W(X):PRINT
1060 PRINT"-----------------------------------":NEXT
1070 GOSUB8000
3000 CLS:PRINTTAB(8)"[illegible]":PRINT
3002 PRINT
3005 PRINT"HORSE ";TAB(10)"WEIGHT";TAB(21)"SCORE"
3006 PRINT
3010 J=0
3015 FORC=1TOH-1
3020 IFW(C)<=W(C+1)THEN3060
3040 X=W(C+1):Y$=H$(C+1)
3045 W(C+1)=W(C):H$(C+1)=H$(C)
3050 W(C)=X:H$(C)=Y$
3055 J=J+1
3060 NEXTC
3065 IFJ>0THEN3010
3900 FORX=1TOH
3905 SC(X)=1000-3*W(X)-X
4000 PRINTH$(X);TAB(11)W(X);TAB(20)SC(X)
4005 NEXT
4010 GOSUB8000
5000 CLS:PRINTTN$;TAB(14)"RACE ";RN
5005 PRINT"-----------------------------------"
5010 FORX=1TOH
5020 PRINTX;" ";H$(X):PRINT
5031 INPUT"ENTER BARRIER DRAW(1-30)";B(X):PRINT
5060 PRINT"-----------------------------------":NEXT
5070 GOSUB8000
6000 CLS:PRINTTAB(8)"[illegible]":PRINT
6002 PRINT
6005 PRINT"HORSE ";TAB(10)"DRAW";TAB(21)"SCORE"
6006 PRINT
```

COMPUTOR BET

```
6010 J=0
6015 FORC=1TOH-1
6020 IFB(C)<B(C+1)THEN6060
6040 X=B(C+1):Y$=H$(C+1):Z=SC(C+1)
6045 B(C+1)=B(C):H$(C+1)=H$(C):SC(C+1)=SC(C)
6050 B(C)=X:H$(C)=Y$:SC(C)=Z
6055 J=J+1
6060 NEXTC
6065 IFJ>0THEN6010
6900 FORX=1TOH
6905 SC(X)=SC(X)-3*B(X)
6907 PRINTH$(X);TAB(11)B(X);TAB(20)SC(X)
6908 NEXT
6909 GOSUB8000
7000 CLS:PRINTTN$;TAB(14)"RACE ";RN
7005 PRINT"-----------------------------------"
7010 FORX=1TOH
7020 PRINTX;" ";H$(X):PRINT
7050 INPUT"ENTER LAST 5 PLACES ";P1(X),P2(X),P3(X),P4(X),P5(X)
7060 PRINT"-----------------------------------"
7070 NEXT
7080 GOSUB8000
7100 FORX=1TOH
7200 PL(X)=P1(X)+P2(X)+1.5*P3(X)+2*P4(X)+2*P5(X):PL(X)=PL(X)/5
7300 NEXT
7330 IFPL(C)=PL(C+1)THENPL(C)=PL(C)+1
7510 CLS:J=0
7515 FORC=1TOH-1
7520 IFPL(C)<=PL(C+1)THEN7560
7540 X=PL(C+1):Y$=H$(C+1):Z=SC(C+1)
7545 PL(C+1)=PL(C):H$(C+1)=H$(C):SC(C+1)=SC(C)
7550 PL(C)=X:H$(C)=Y$:SC(C)=Z
7555 J=J+1
7560 NEXTC
7565 IFJ>0THEN7510
7600 CLS:PRINTTAB(7)"[illegible]"
7602 PRINT
7603 PRINT"HORSE";TAB(10)"PLACE";TAB(19)"SCORE"
7607 PRINT
7700 FORX=1TOH
7702 PT(X)=INT(PL(X))
7705 SC(X)=SC(X)-7*PT(X)-7*X
7707 PRINTH$(X);TAB(11)PT(X);TAB(20)SC(X)
7708 NEXT
7800 GOSUB8000
7810 GOTO9000
8000 PRINT:PRINTTAB(8)"[illegible]"
8005 A$=INKEY$
8010 A$=INKEY$:IFA$=""THEN8005
8015 RETURN
9000 GOSUB9400:CLS:PRINTTAB(8)"[illegible]"
9010 PRINT
9015 PRINT"HORSE";TAB(16)"SCORE"
9017 PRINT
9018 FORX=1TOH
9020 IFT(X)=TCTHENSC(X)=SC(X)+30ELSESC(X)=SC(X)-15
9025 PRINTH$(X);TAB(17)SC(X)
9030 NEXT
9040 GOSUB8000
9100 GOTO9600
9200 CLS:PRINTTAB(8)"[illegible]"
9205 PRINT
9210 J=0
9215 FORC=1TOH-1
9220 IFSC(C)<=SC(C+1)THEN9260
9240 X=SC(C+1):Y$=H$(C+1)
```

```
9245 SC(C+1)=SC(C):H$(C+1)=H$(C)
9250 SC(C)=X:H$(C)=Y$
9255 J=J+1
9260 NEXTC
9265 IFJ>0THEN9210
9300 PRINTTN$;TAB(14)"RACE ";RN
9305 PRINT"-----------------------------------"
9310 FORX=1TOH
9320 PRINT"TOP HORSE ";H$(H)
9325 PRINT"SCORE     ";SC(H)
9330 PRINT
9340 PRINT"2ND HORSE ";H$(H-1)
9345 PRINT"SCORE     ";SC(H-1)
9350 PRINT:PRINT"HIT <E> TO END OR <R> TO RUN"
9355 A$=INKEY$
9356 D$=INKEY$:IFD$=""THEN9356
9357 IFD$="E"THENCLS:END
9358 IFD$="R"THENRUN
9359 GOTO9355
9400 CLS:PRINTTN$;TAB(14)"RACE ";RN
9405 PRINT"-----------------------------------"
9410 FORX=1TOH
9420 PRINTX;" ";H$(X):PRINT
9430 PRINT"ENTER FAVOURITE TRACK CONDITION"
9440 PRINTTAB(8)"FAST........1":     PRINTTAB(8)"MEDIUM......2"
9450 PRINTTAB(8)"SLOW........3"
9455 INPUT"     ENTER NO";T(X)
9460 PRINT"-----------------------------------":NEXT
9470 GOSUB8000
9500 RETURN
9600 CLS:PRINTTAB(8)"[illegible]"
9610 PRINT:PRINT
9620 INPUT"ENTER PAPER SELECTIONS";A$,B$,C$
9630 PRINT:PRINT"COMPARING CHOICES NOW WITH DATA"
9640 FORX=1TOH
9650 IFA$=H$(X)THENSC(X)=SC(X)+30
9660 IFB$=H$(X)THENSC(X)=SC(X)+25
9670 IFC$=H$(X)THENSC(X)=SC(X)+15
9680 NEXT
9700 GOSUB8000
9780 GOTO9200
```

SOLITAIRE

SOLITAIRE **is a game of strategy for one player (is that why it is called Solitaire?). It makes use of the 'Machine Code Sound Effects' published in an earlier issue of *XILOG*. Full instructions are included in the program.**

```
0 POKE30897,232:POKE30898,207
1 FORA=-12307TO-12298:READB:POKEA,B:NEXT
2 POKE30863,207:POKE30862,237
3 DATA42,33,121,1,100,,7,205,92,52,201
10 DIMA(89):FORA=33TO86:A(A)=1:A(A+10)=1:A(A+20)=1:NEXTA
15 CLS:I$=INKEY$:I$=INKEY$:GOSUB2000
20 CLS
25 PRINT@10,"[illegible]"
30 PRINT@64,"[illegible]"
31 PRINT"[illegible]"
32 PRINT"[illegible]"
33 PRINT"[illegible] 43 44 45 46 [illegible]"
34 PRINT"[illegible] 53 54 55 56 [illegible]"
35 PRINT"[illegible] 63 64 65 66 [illegible]"
```

```
36 PRINT"[illegible]
37 PRINT"[illegible]
38 PRINT"[illegible]
50 PRINT@384,"FROM       ";:PRINT@399,:INPUTF
51 IFF>99THENSOUND4,1:GOTO50
52 IFF<10THEN10000
53 IFA(F-10)=1THENSOUND4,1:GOTO50
55 PRINT@416,"TO       ";:PRINT@419,:INPUTT
56 IFT>99ORT<10THENSOUNDD4,1:GOTO50
57 IFA(T-10)=0THENSOUND4,1:GOTO50
59 IFABS(F-T)<>22ANDABS(F-T)<>18THEN50
60 IFF-22=TTHENM=T+11:GOTO65
61 IFF-18=TTHENM=T+9:GOTO65
62 IFF+22=TTHENM=F+11:GOTO65
63 M=F+9
65 IFA(M-10)=1THEN50
70 Q=F:FORA=1TO3:GOSUB9001:GOSUB9000:U=USR(10):GOSUB9005:NEXTA
72 GOSUB9006:Q=M:GOSUB9000:U=USR(16):GOSUB9006
73 Q=T:FORA=1TO3:GOSUB9000:GOSUB9001:U=USR(13):GOSUB9005:NEXTA
75 C=C+1:A(F-10)=1:A(T-10)=0:A(M-10)=1
80 PRINT@416,"          ";:PRINT@419,"        ";:GOTO50
999 STOP
1000 PRINT@0,"[illegible]
1010 PRINT"[illegible]
1020 PRINT"[illegible]
1030 RETURN
2000 GOSUB1000:PRINT"THE OBJECT OF THIS PUZZLE IS TO"
2001 PRINT"HAVE ONE PEG REMAINING ON THE"
2002 PRINT"BOARD. YOU MUST MOVE DIAGONALLY"
2003 PRINT"AS IN DRAUGHTS. THE PIECE JUMPED";
2004 PRINT"IS THEN AUTOMATICALLY REMOVED"
2005 PRINT"FROM THE BOARD. BY COMPLETEING"
2006 PRINT"A SERIES OF JUMPS YOU SHOULD BE"
2007 PRINT"LEFT WITH ONE PIECE. IF YOU CAN"
2008 PRINT"NOT JUMP ANY MORE THEN ENTER 1"
2009 PRINT"IN RESPONSE TO 'FROM?' THEN THE"
2010 PRINT"COMPUTER WILL MAKE AN ANALYSIS"
2011 PRINT"OF YOUR PERFORMANCE."
2012 GOSUB1000:PRINT@486,"[illegible]";
2013 PRINT@20,"[illegible]";
2014 PRINT@52,"[illegible] BY STEVE [illegible]";
2015 PRINT@84,"[illegible]";
2017 O=O+1:IFO=9THENO=1
2020 COLORO
2025 IFINKEY$=""THEN2012ELSERETURN
9000 PRINT@(Q-INT(Q/10)*10)*3+INT(Q/10)*32+21,Q;:RETURN
9001 PRINT@(Q-INT(Q/10)*10)*3+INT(Q/10)*32+32,;
9002 Z$=STR$(Q):PRINTCHR$(ASC(MID$(Z$,2,1))+192);
9003 PRINTCHR$(ASC(MID$(Z$,3,1))+192);:RETURN
9005 FORAA=1TO10:NEXTAA:RETURN
9006 FORAA=1TO20:NEXTAA:RETURN
10000 FORAA=1TO89:P=P+A(AA):NEXTAA:P=P-12:PP=78-P
10010 PRINT@384,"IT TOOK YOU";C;"MOVE";:IFC<>1THENPRINT"S";
10015 PRINT" TO REMOVE";PRINTP;"PIECE";:IFP<>1PRINT"S";
10020 PRINT" LEAVING";PP;"PIECE";:IFPP<>1PRINT"S"
10030 PRINT:PRINT"   CARE FOR ANOTHER GO (Y/N)?";
10040 I$=INKEY$:I$=INKEY$:IFI$="Y"THENRUN
10050 IFI$="N"THENCLS:END
10060 GOTO10040
```

Julian Bish has some software for sale, ... Invaders and Ghost hunters (8k) and Statistics 1, Hoppy, and Asteroids (24k) all tapes $6.00 each Also two books, Giant book of games and 2nd book of programmes ($5 each) PH:562166

VZ-ATLAS

The following listing is a part of a series of *VZ-ATLAS* programs written by Malcolm King. Due to the size of these programs, we will only publish one this month. The listing below draws a map of New Zealand in the *VZ200*'s hi-res graphics.

As well as N.Z, there are also programs to draw the above title, world map (also shown), Australia, and Great Britian. If you would like copies of these programs, then send a stamped, self addressed envelope, and 20 cents for each map to *'XILOG CONTRIBUTIONS'*.

```
10 MODE(1)
20 COLOR2
30 READA,B
40 SET(A,B)
50 IFA=45ANDB=63THEN310
60 GOTO30
70 DATA59,0,60,0,59,1,61,1,59,2,61,2,60,3,62,3,60,4,63,4,64,4
80 DATA65,4,60,5,65,5,61,6,66,6,62,7,67,7,62,8,63,8,67,8
90 DATA63,9,65,9,67,9,64,10,65,10,66,10,68,10,66,11,68,11
100 DATA65,12,68,12,70,12,71,12,66,13,69,13,70,13,72,13,67,14
110 DATA72,14,67,15,73,15,68,16,73,16,68,17,74,17,79,17,80,17
120 DATA81,17,82,17,68,18,75,18,76,18,77,18,78,18,82,18,68,19
130 DATA82,19,68,20,82,20,67,21,82,21,67,22,71,22,72,22,81,22
140 DATA82,22,65,23,66,23,70,23,73,23,80,23,64,24,70,24,71,24
150 DATA72,24,80,24,64,25,76,25,77,25,78,25,79,25,80,25,64,26
160 DATA65,26,76,26,66,27,76,27,67,28,68,28,76,28,69,29,76,29
170 DATA60,30,69,30,75,30,58,31,59,31,69,31,75,31,57,32,60,32
180 DATA61,32,64,32,68,32,74,32,57,33,61,33,63,33,65,33,68,33
190 DATA73,33,57,34,61,34,63,34,65,34,67,34,73,34,56,35,62,35
200 DATA65,35,67,35,68,35,72,35,56,36,64,36,67,36,69,36,70,36
210 DATA72,36,54,37,55,37,64,37,71,37,54,38,64,38,54,39,64,39
220 DATA53,40,63,40,53,41,62,41,52,42,61,42,62,42,51,43,61,43
230 DATA50,44,60,44,49,45,60,45,48,46,61,46,47,47,58,47,59,47
240 DATA61,47,44,48,45,48,46,48,56,48,57,48,60,48,44,49,55,49
250 DATA43,50,54,50,42,51,43,51,54,51,42,52,45,52,54,52,40,53
260 DATA41,53,45,53,46,53,54,53,39,54,40,54,46,54,53,54,39,55
270 DATA52,55,39,56,52,56,39,57,53,57,39,58,40,58,51,58,52,58
280 DATA41,59,42,59,43,59,44,59,45,59,46,59,47,59,48,59
290 DATA49,59,50,59,43,61,44,61,45,61,42,62,43,62,45,62,42,63
300 DATA43,63,44,63,45,63
310 FORT=1TO10000:NEXT
320 CRUN
```

Competition

It has been decided that the results of the monthly challenge will not be annouced for two issues as to allow correspondence members time to receive their *XILOG* and send off their answers. It also gives members who attend meetings the opportunity to give their answers in at the following meeting. But, on to this months challenge.

Dick Smith Electronics boasted in their advertising that the *VZ200* has a *'built in sound/music channel.....for serious music programming!'*. Well here is your chance to put it to the test.

This month, we would like you to show off your musical talents and compose a tune on your *VZ200*. You may like to write a program that allows you to enter in the music, or write a program that plays a famous tune.

Be it Beethoven or yet another copy of the Ghostbuster theme, you have a chance to win a couple of blank cassettes. Send your entries (along with your completed survey if you havn't already) to:

'XILOG CONTIRBUTIONS'
347 Pakuranga Rd
Pakuranga
Auckland

Your tapes will be returned at meetings, or with the next newsletter, or on receipt of a stamped, self addressed envelope, we will post it back out.

REVIEW

Educational software is big business overseas with hundreds of programmes competing, for micros such as the C64 and BBC. The features that make these particular computers so suited for education, especially at the pre-school level are true hi-res colour graphics and sophisticated sound facilities, (the sort of things that will keep a young child interested long enough to learn something).

Metric Spycatcher is aimed at anyone who wants to improve the speed at which they can compare various metric values. The plot of the game is as follows:

There is a 'man' (well, and inverse space actually) crossing a river on the screen. As he crosses he throws a metric comparison at you (eg. 1000m=1km) and it is up to you to decide whether or not this comparison is true before he reaches the other side of the river. If he is telling a lie (eg. 1 litre = 100 ml) then he is a spy and you must stop him by pressing the 'space bar' key. If he is telling the truth however, then you must leave him to reach the other side.

After six men have attempted to cross the river it's on to the next stage. There are eight stages in all, and the game gets faster and faster as you move up a stage.

My two main criticisms of this program are firstly, the inability to choose a skill level at which to play, and secondly, the fact that text graphics have been used instead of Mode 1 graphics. This makes the program a bit boring after a short while which defeats its purpose as an educational game.

Scores out of five:

Interest	3
Display	2
Value for money	3
Overall	3

Julian Bish

So far the response to the survey has been pretty pityful. I hope that I will receive more replies before the next issue of *XILOG*.

From the surveys that have been filled out so far, people what to keep listings in the magazine. As you can see, listings have been published this issue, but our supply of programs is dwindling again. *We need your help!*

So put pen to paper and send in your completed survey, and a copy of a program that you have written.